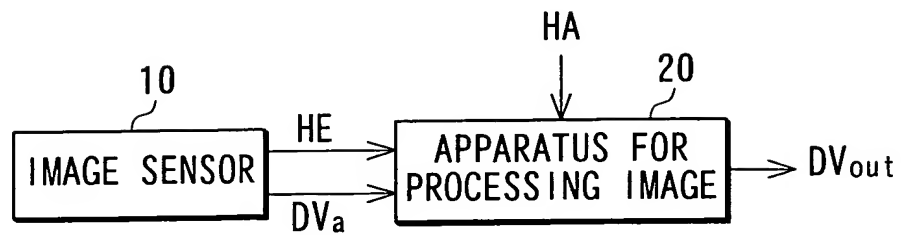
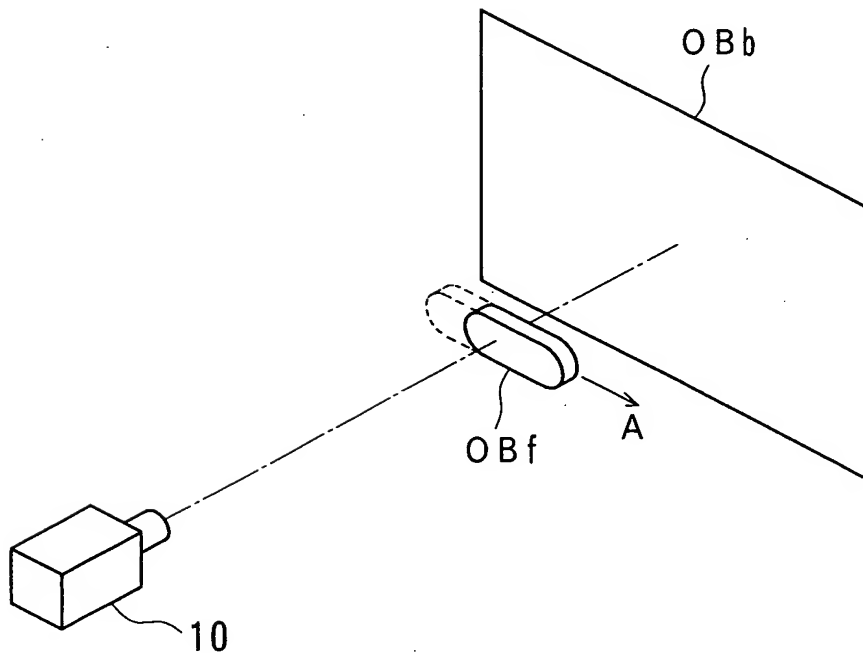


1 / 2 9

F I G . 1

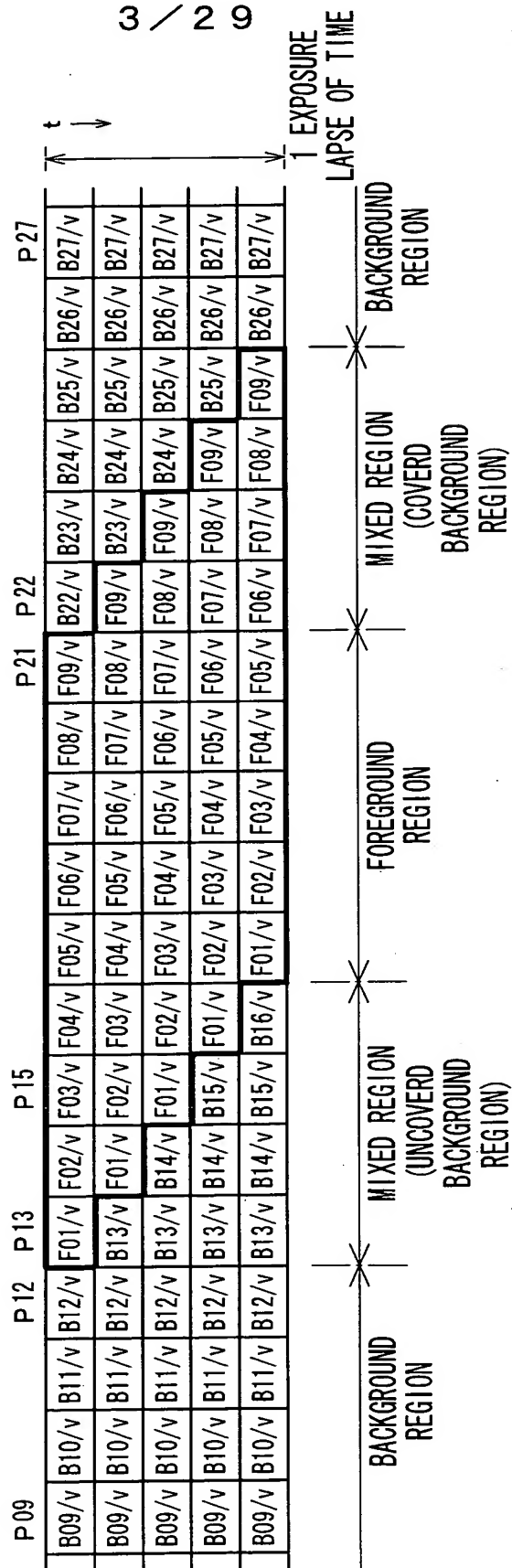


F I G . 2



The diagram shows a system 20 enclosed in a dashed box. It includes a **MOTION VECTOR DETECTION SECTION 30** which receives inputs HA, HE, and DV_m. It outputs HZ and MVC signals to the **MOTION-BLURRING-MITIGATED IMAGE GENERATION SECTION 40**. The section 40 also receives DV_a and outputs DV_{out}. A **MEMORY 55** is connected to DV_{out} and DV_m.

FIG. 4



4 / 2 9

FIG. 6

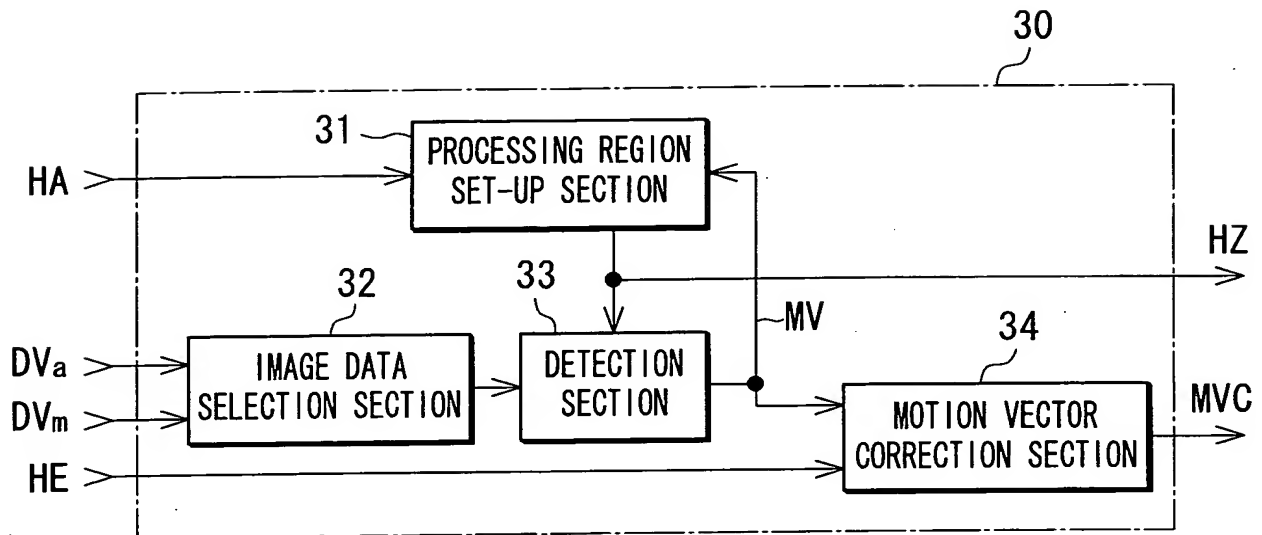
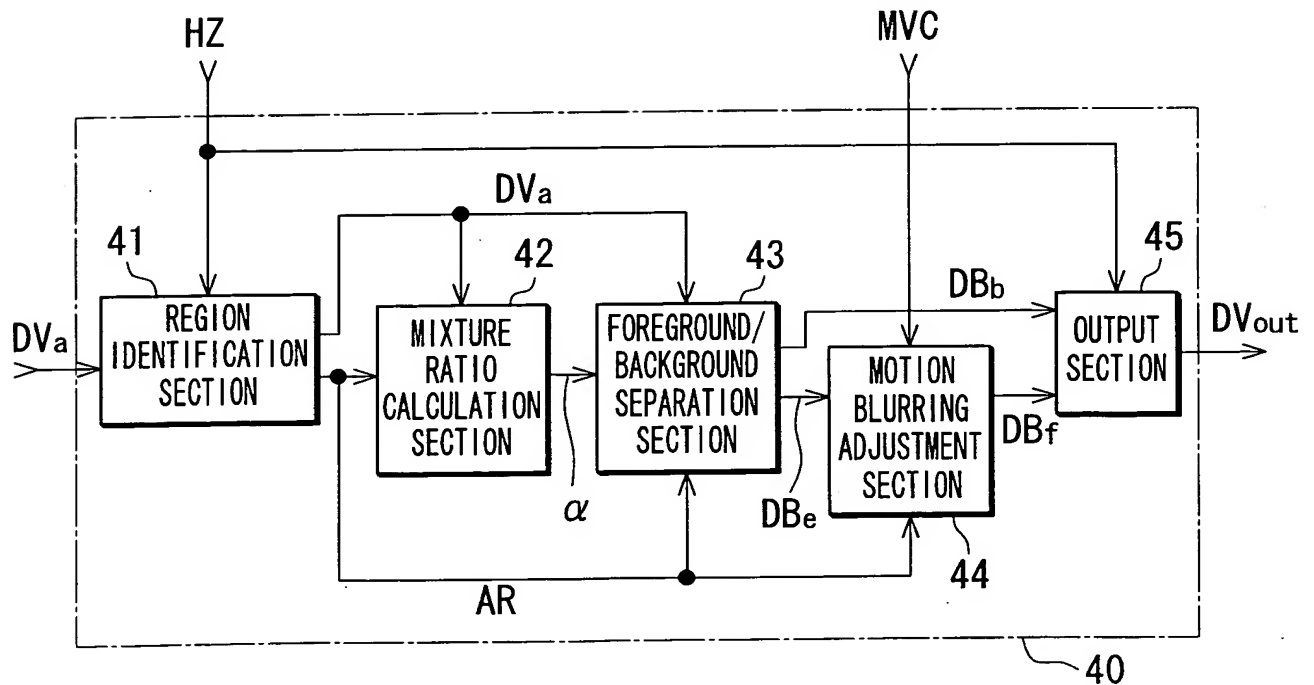


FIG. 7



5 / 2 9

FIG. 8

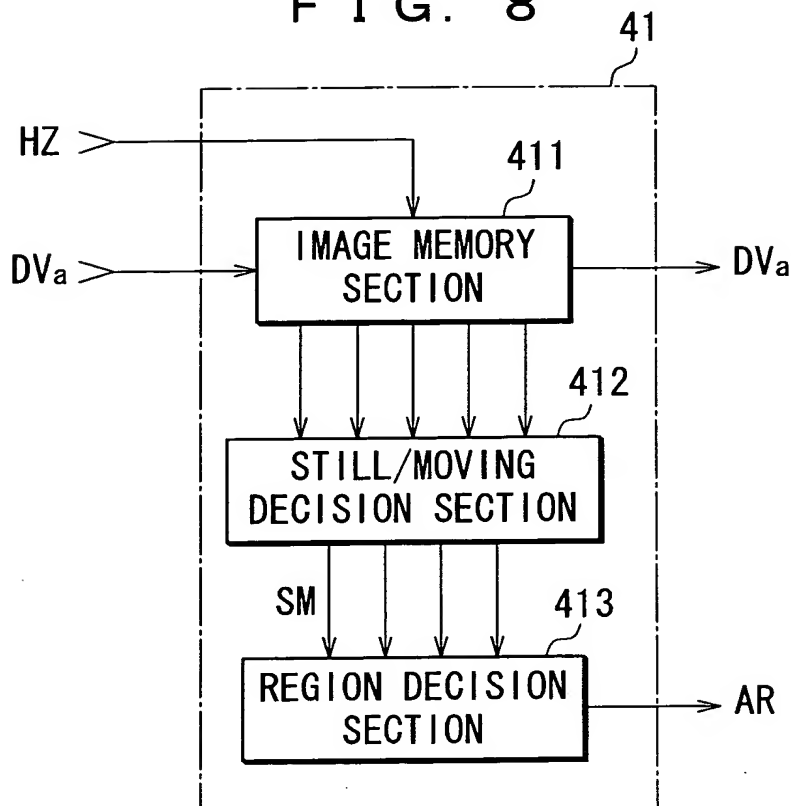
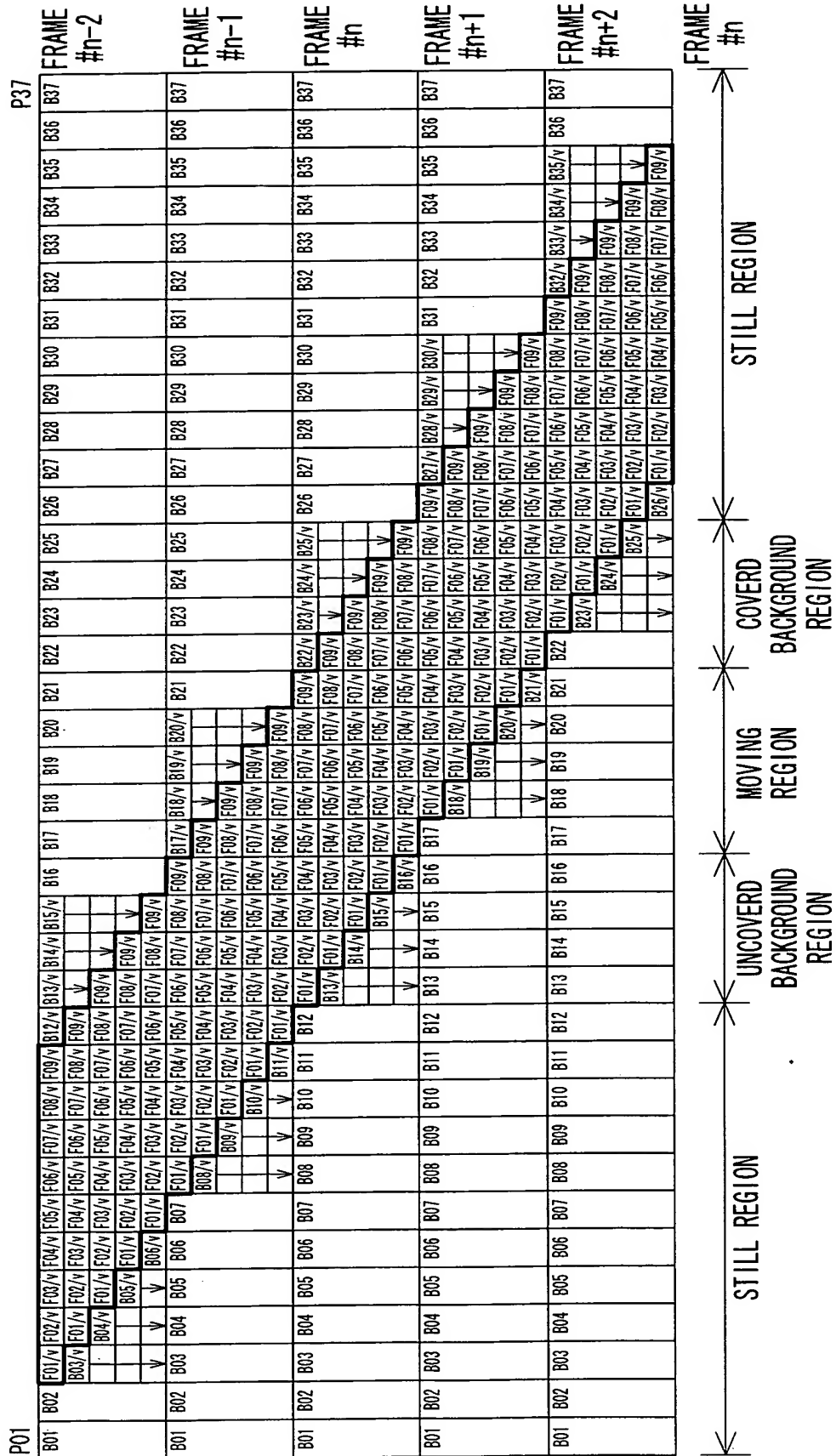


FIG. 10

REGION DETERMINATION	STILL/MOVING DECISION ON FRAMES #n-2 AND #n-1	STILL/MOVING DECISION ON FRAMES #n-1 AND #n	STILL/MOVING DECISION ON FRAMES #n AND #n+1	STILL/MOVING DECISION ON FRAMES #n+1 AND #n+2	DECISION LOGIC
STILL REGION		STILL	STILL		OR
COVERD BACKGROUND REGION	STILL	MOVING			AND
UNCOVERD BACKGROUND REGION			MOVING	STILL	AND
MOVING REGION		MOVING	MOVING		AND

6 / 2 9

FIG. 9



7 / 29

FIG. 11

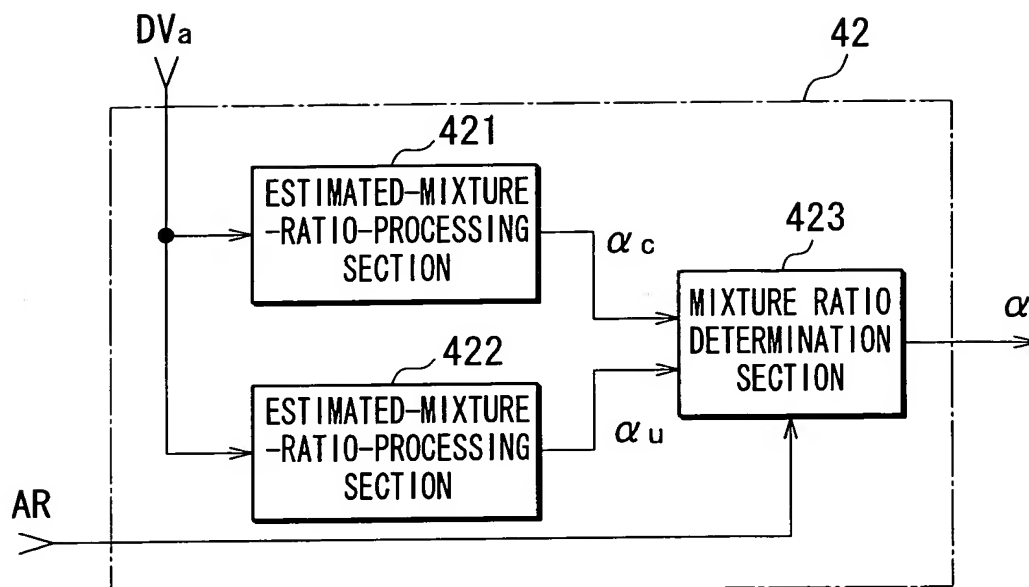
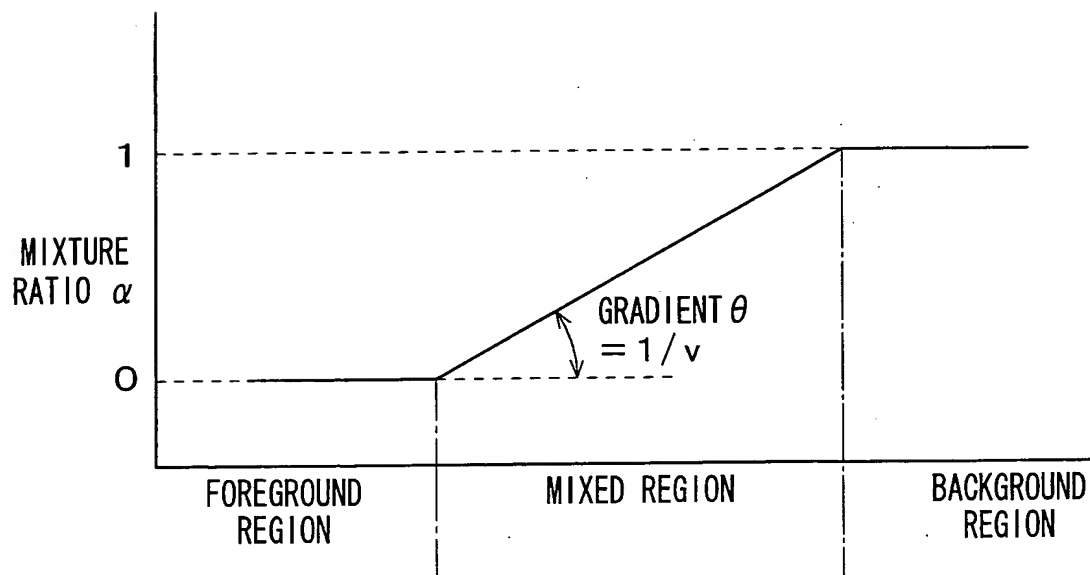


FIG. 12



8 / 29

FIG. 13

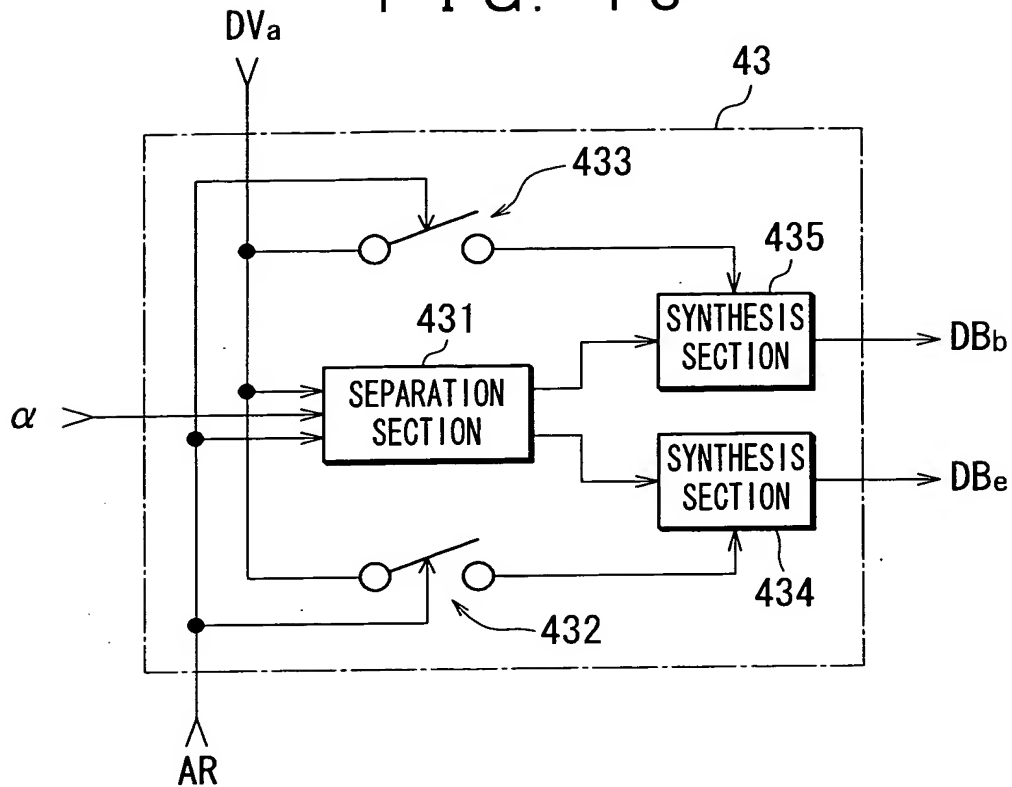
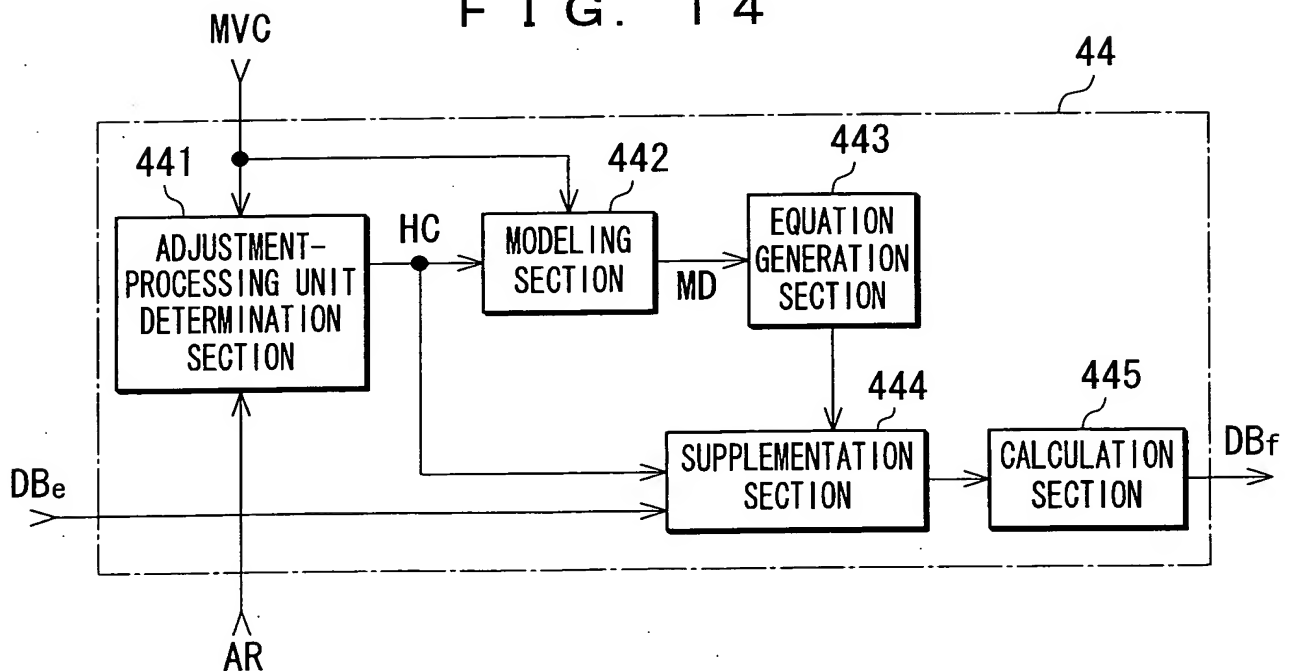


FIG. 14



C13

F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v											
	F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v										
		F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v									
			F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v								
				F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v							
					F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v						
						F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v					
							F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v				
								F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v			
									F01/v	F02/v	F03/v	F04/v	F05/v	F06/v	F07/v	F08/v	F09/v		

10/29

FIG. 16

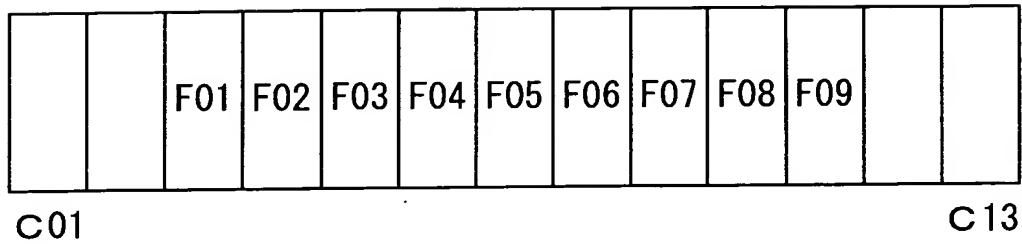
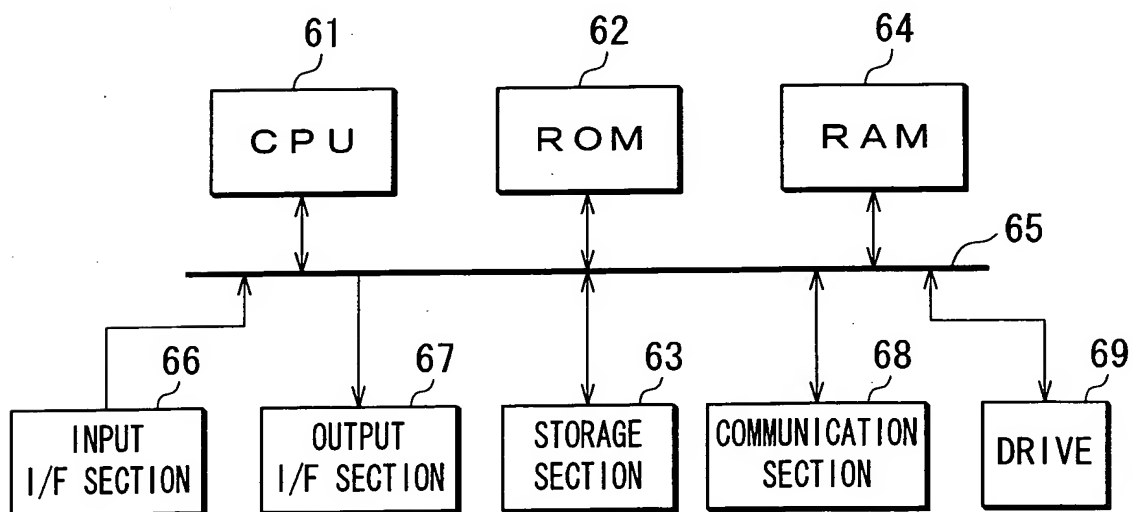
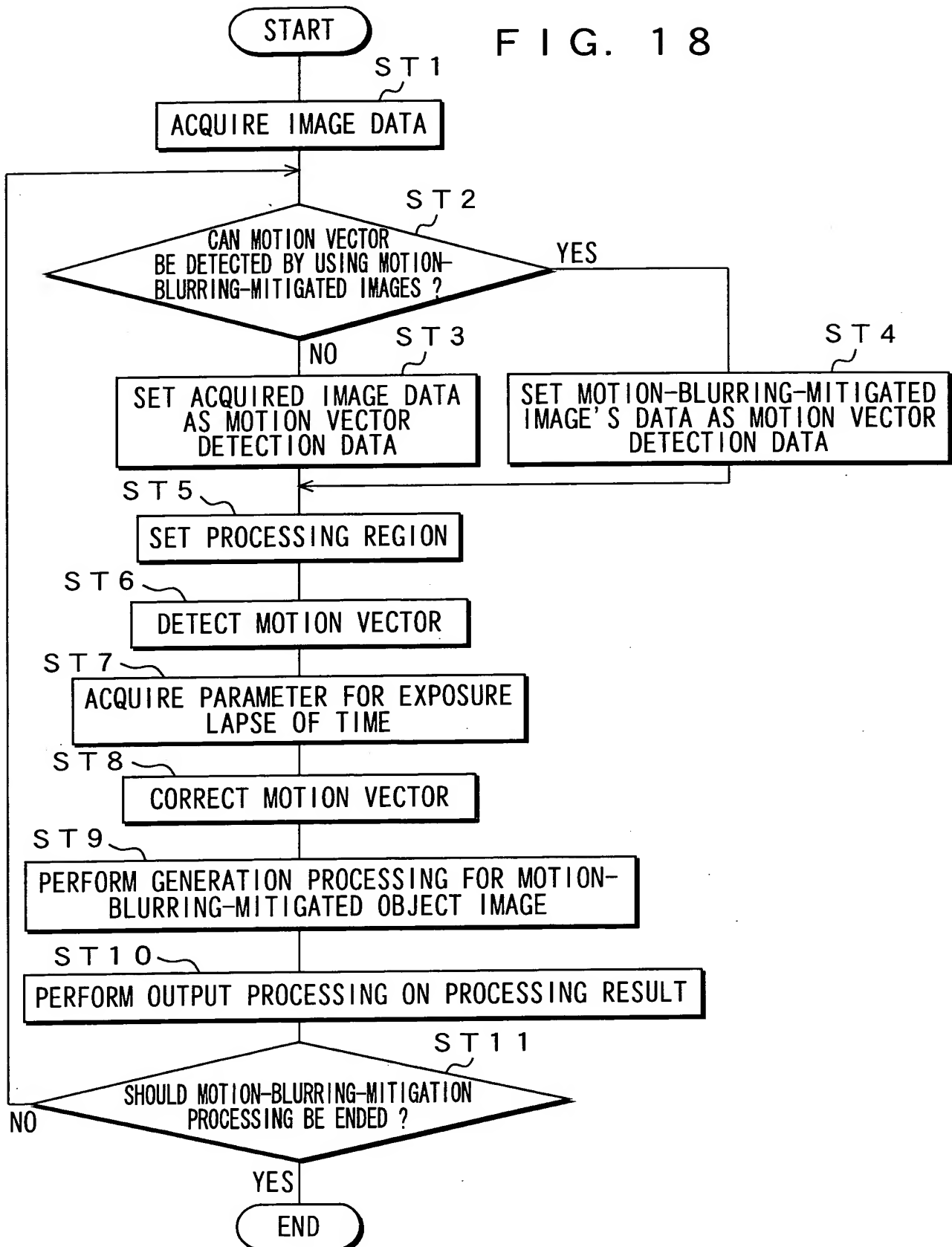


FIG. 17



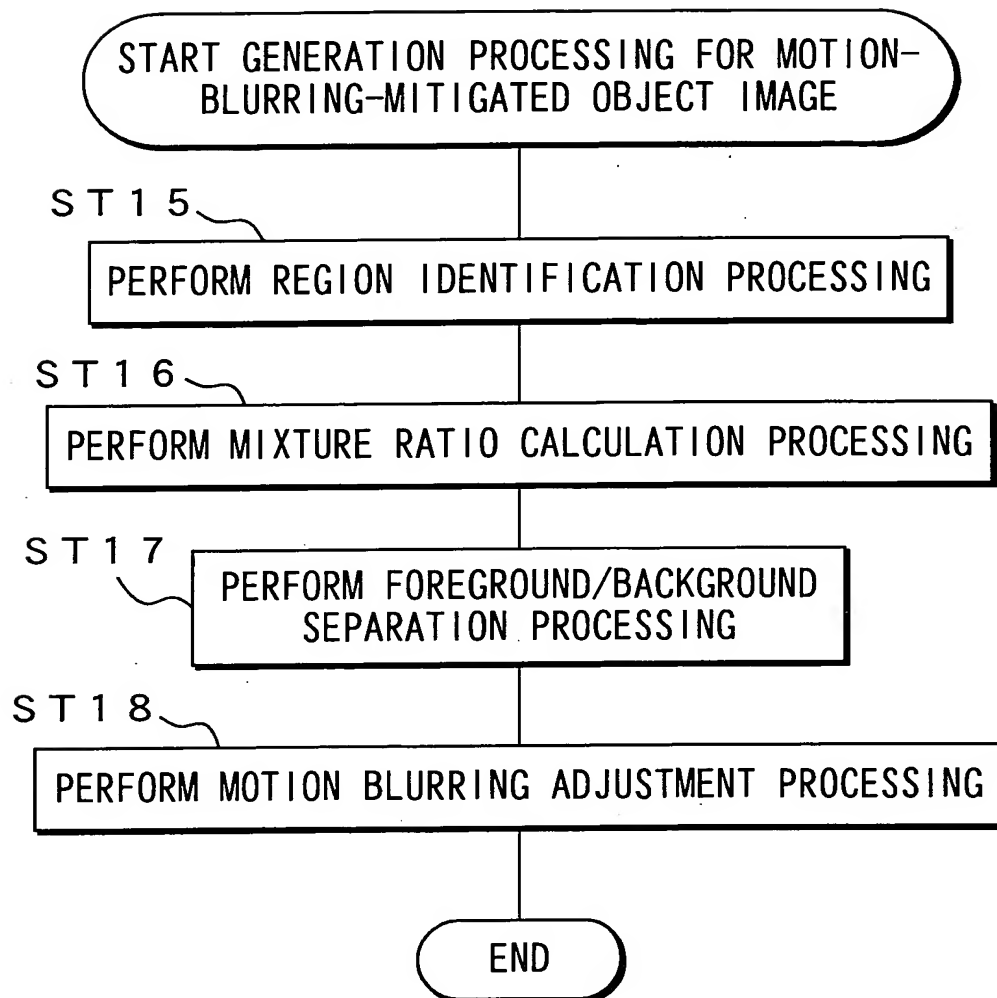
11 / 29

FIG. 18



1 2 / 2 9

FIG. 19



13 / 29

FIG. 20

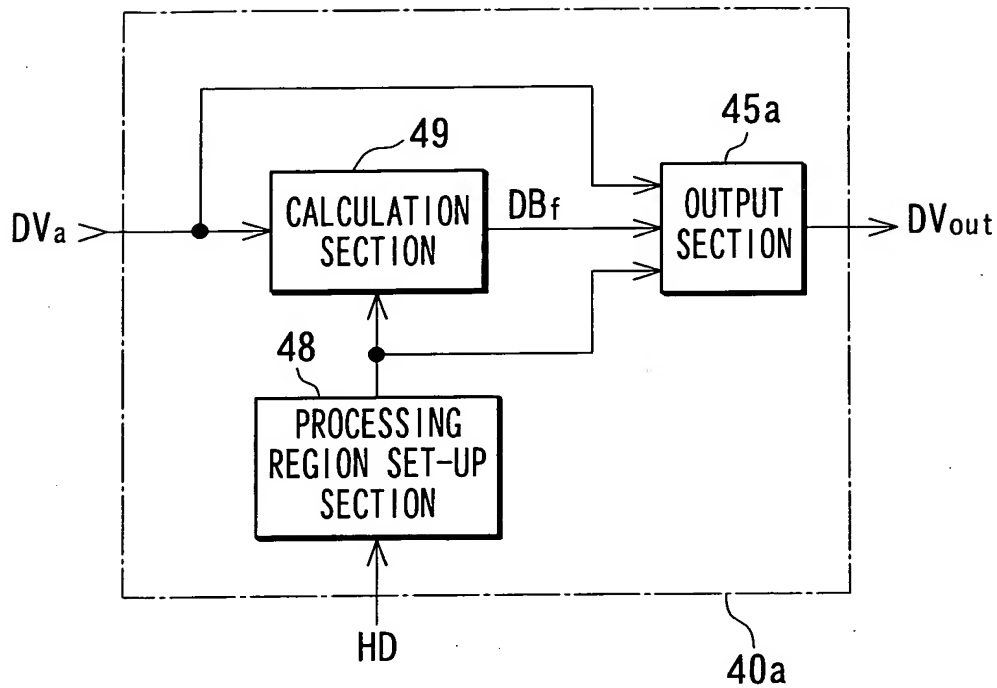
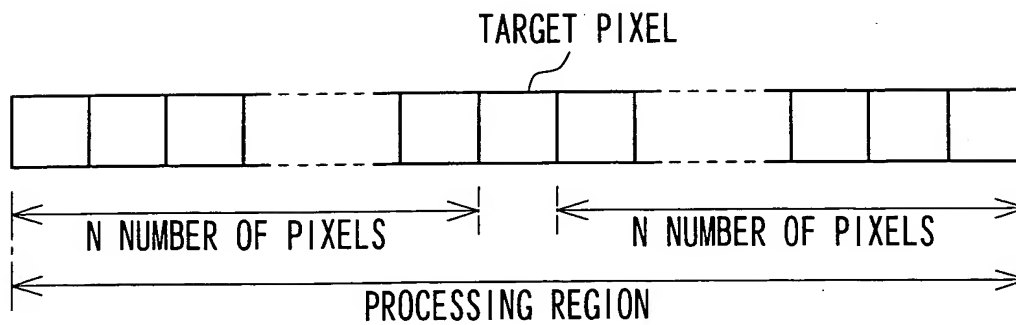


FIG. 21



1 4 / 2 9

FIG. 22A

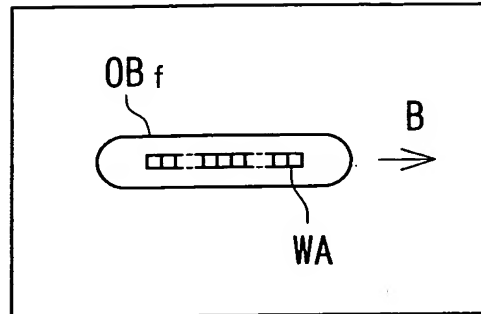


FIG. 22B

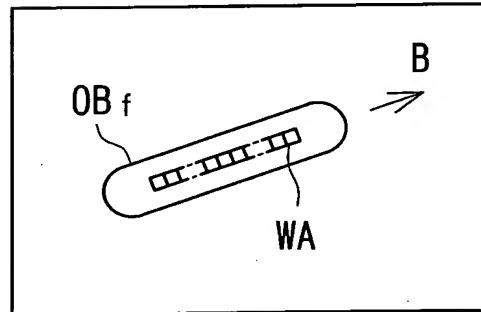


FIG. 23

TARGET PIXEL

Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v	Y6/v	Y7/v	Y8/v
Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v	Y6/v	Y7/v
Y-6/v	Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v	Y6/v
Y-7/v	Y-6/v	Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v
Y-8/v	Y-7/v	Y-6/v	Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v

MOVEMENT
QUANTITY
(v=5)

N NUMBER OF PIXELS (N=6)

N NUMBER OF PIXELS (N=6)

PROCESSING REGION

15 / 29

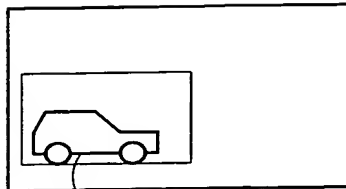
OB_f

FIG. 24A

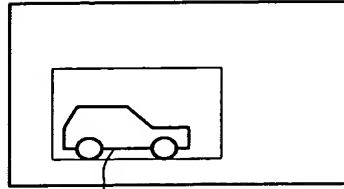
OB_f

FIG. 24B

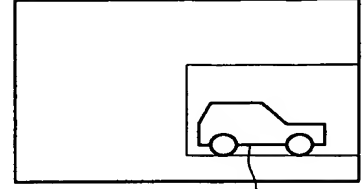
OB_f

FIG. 24C

FIG. 25A

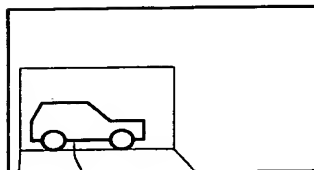
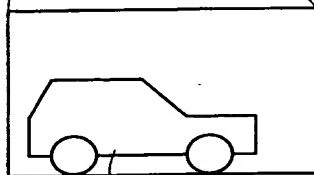
OB_fOB_f

FIG. 25D

FIG. 25B

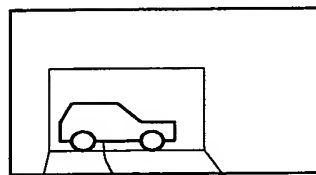
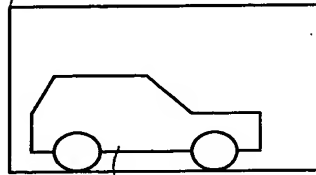
OB_fOB_f

FIG. 25E

FIG. 25C

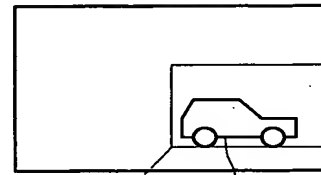
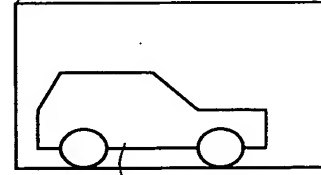
OB_fOB_f

FIG. 25F

16 / 29

FIG. 26

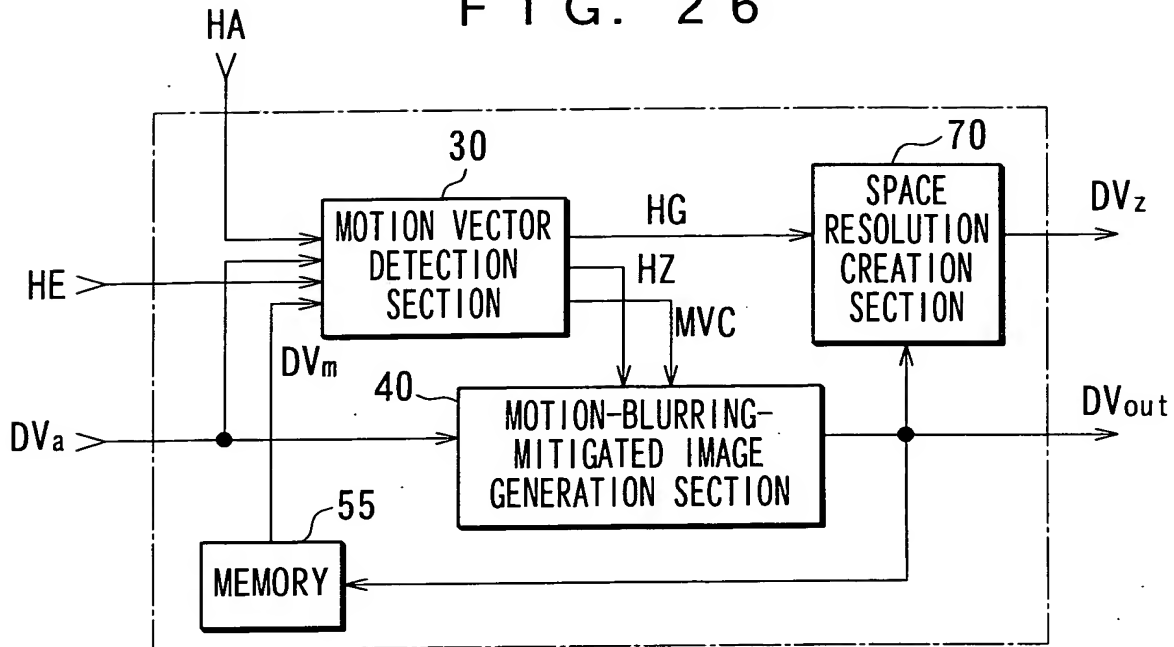
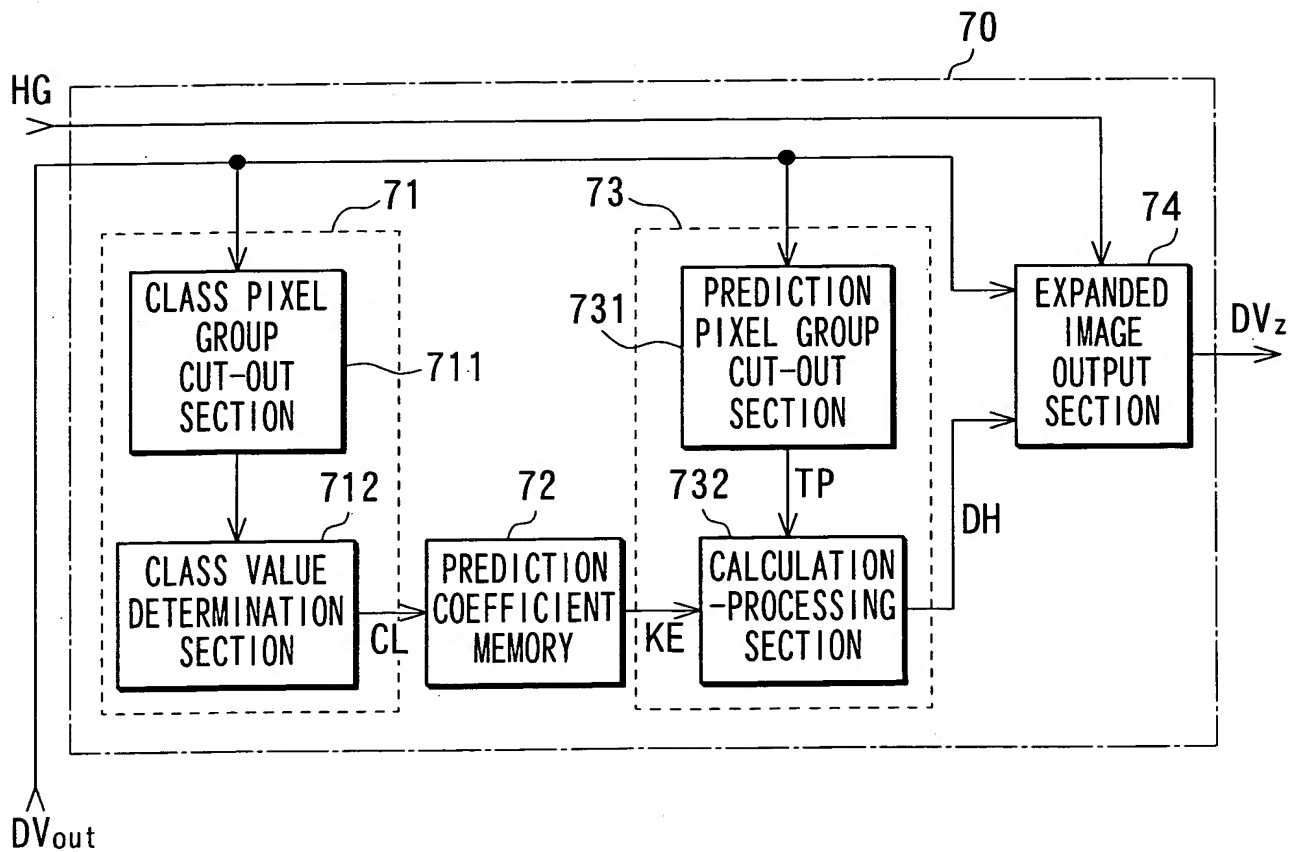


FIG. 27



17/29

FIG. 28

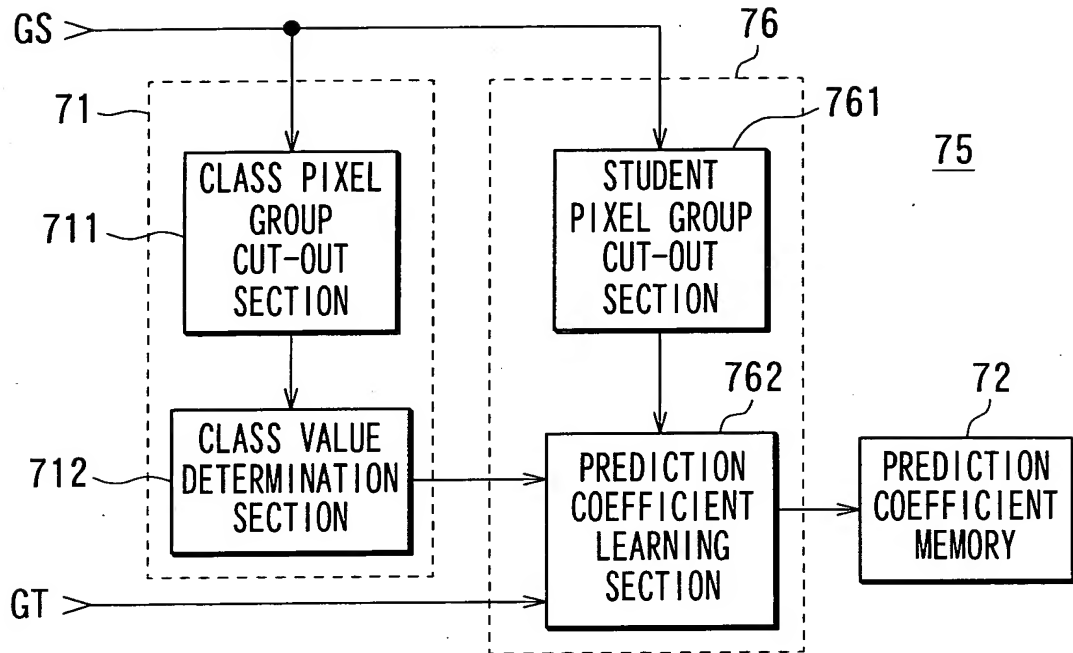
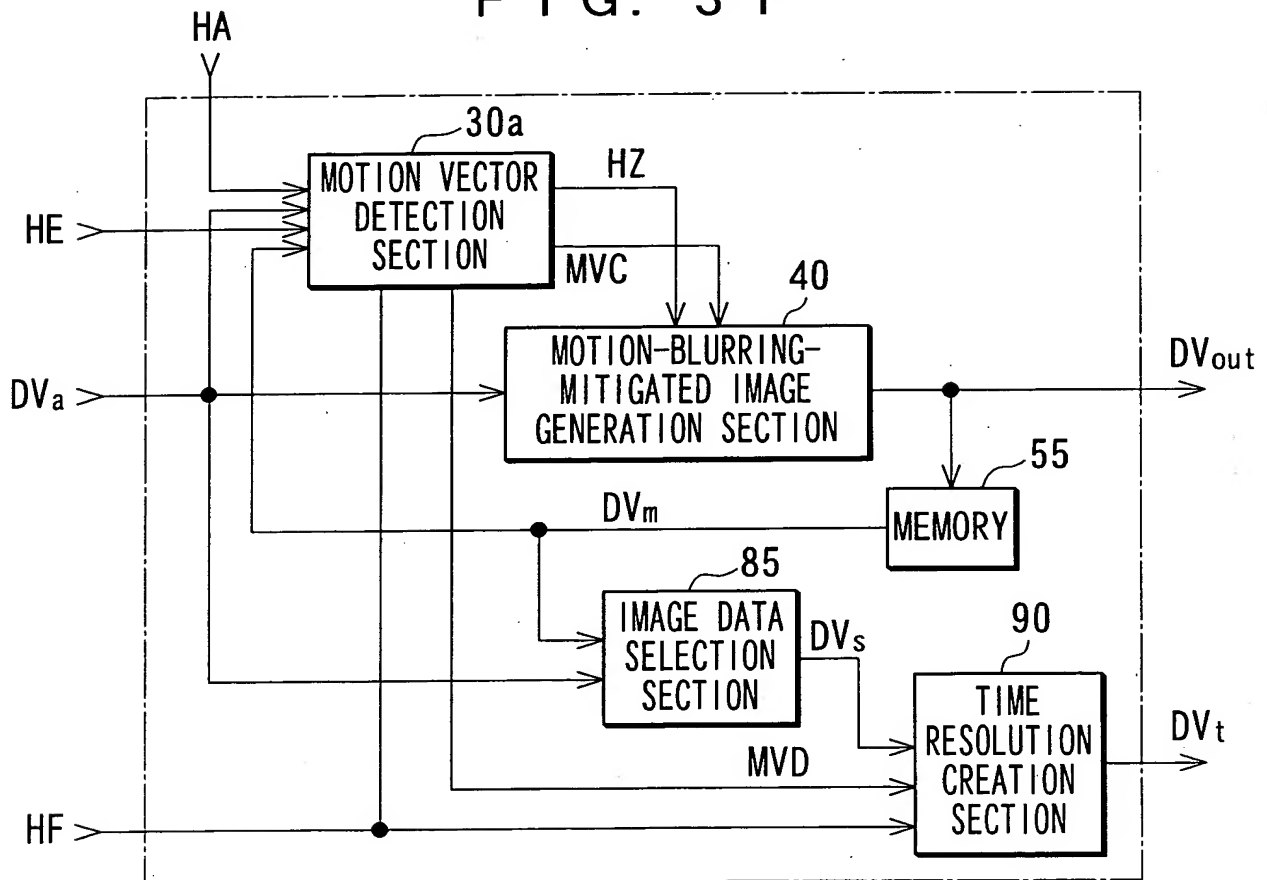
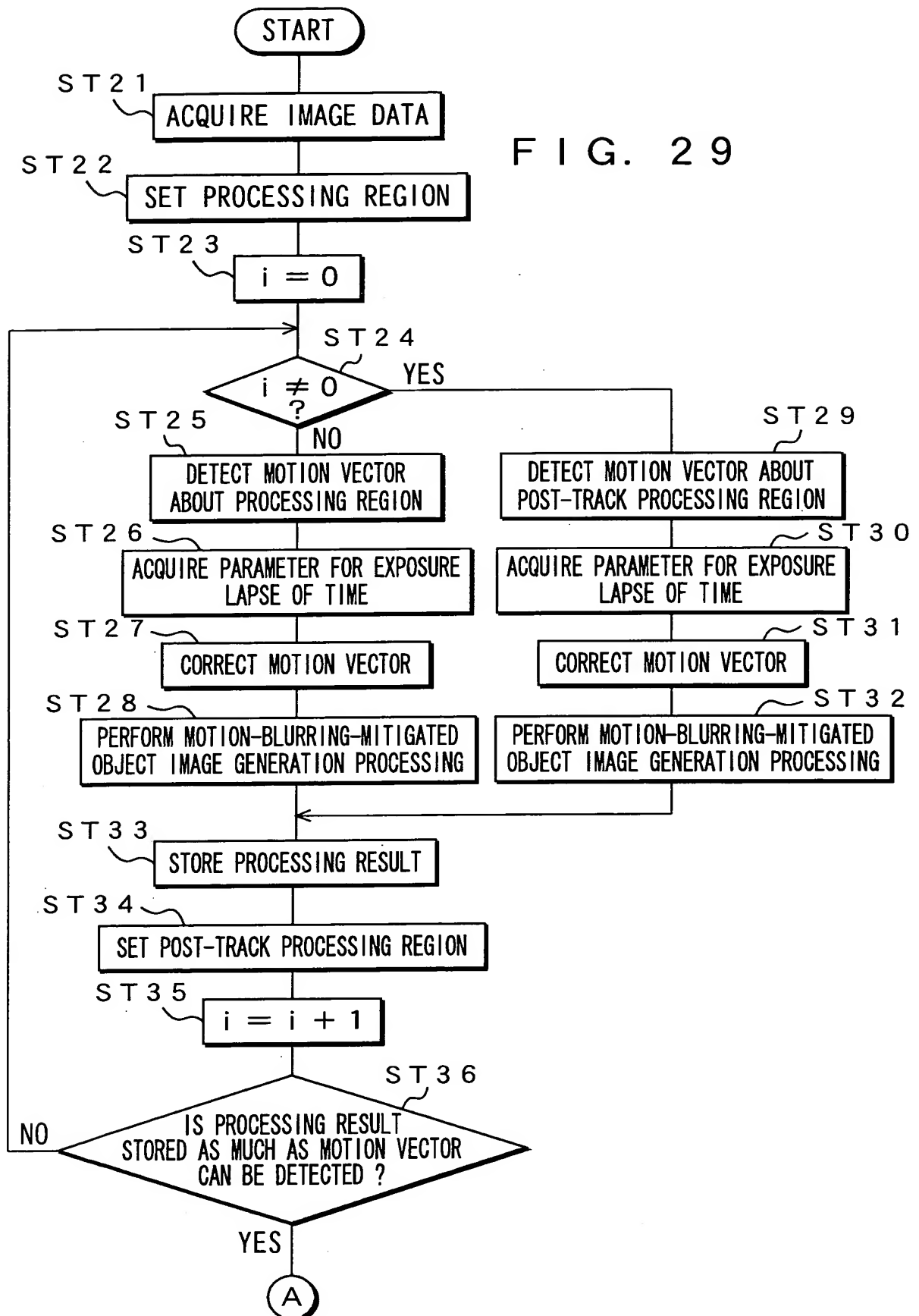


FIG. 31



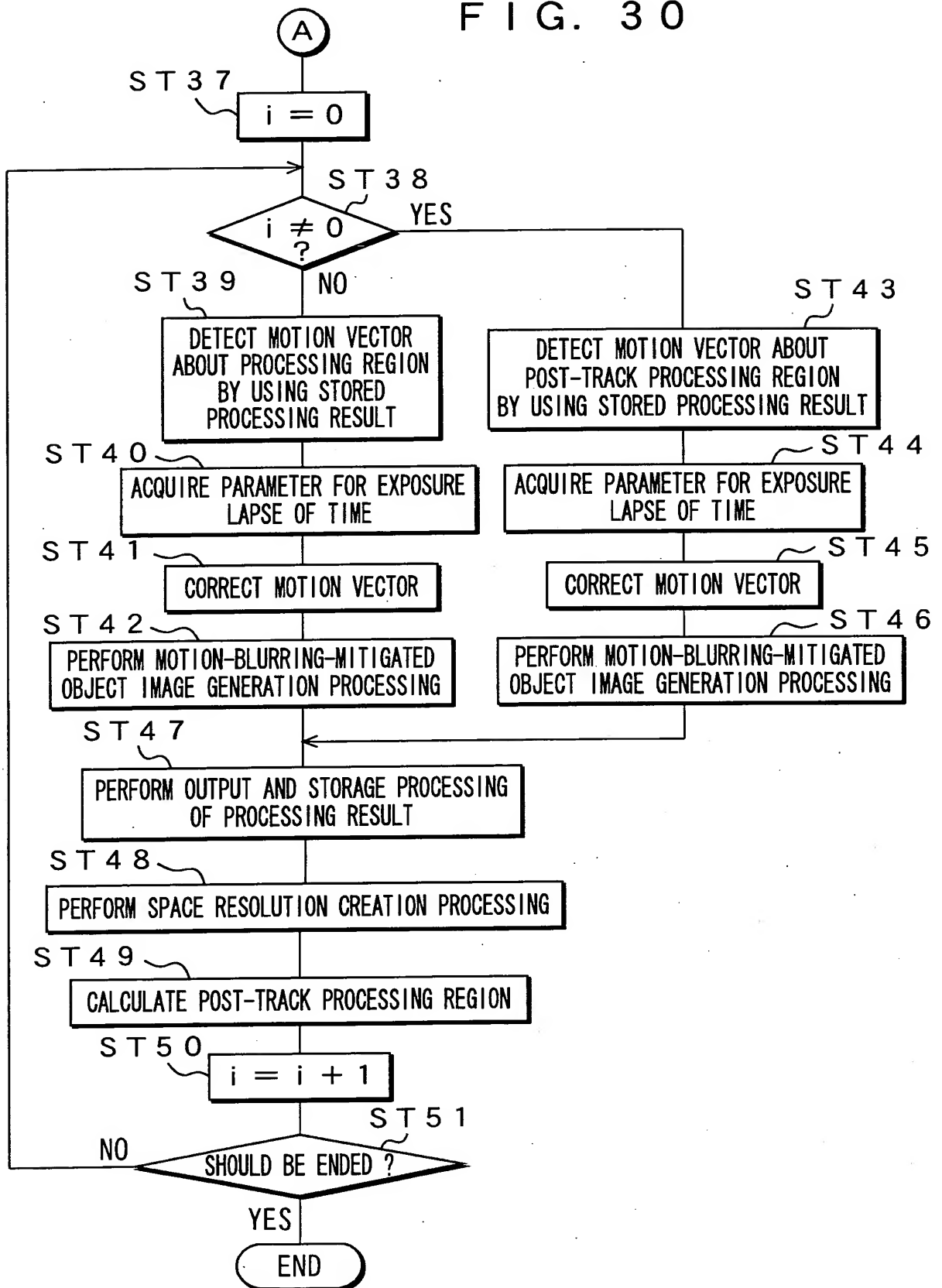
18 / 29

FIG. 29



19 / 29

FIG. 30



20/29

FIG. 32

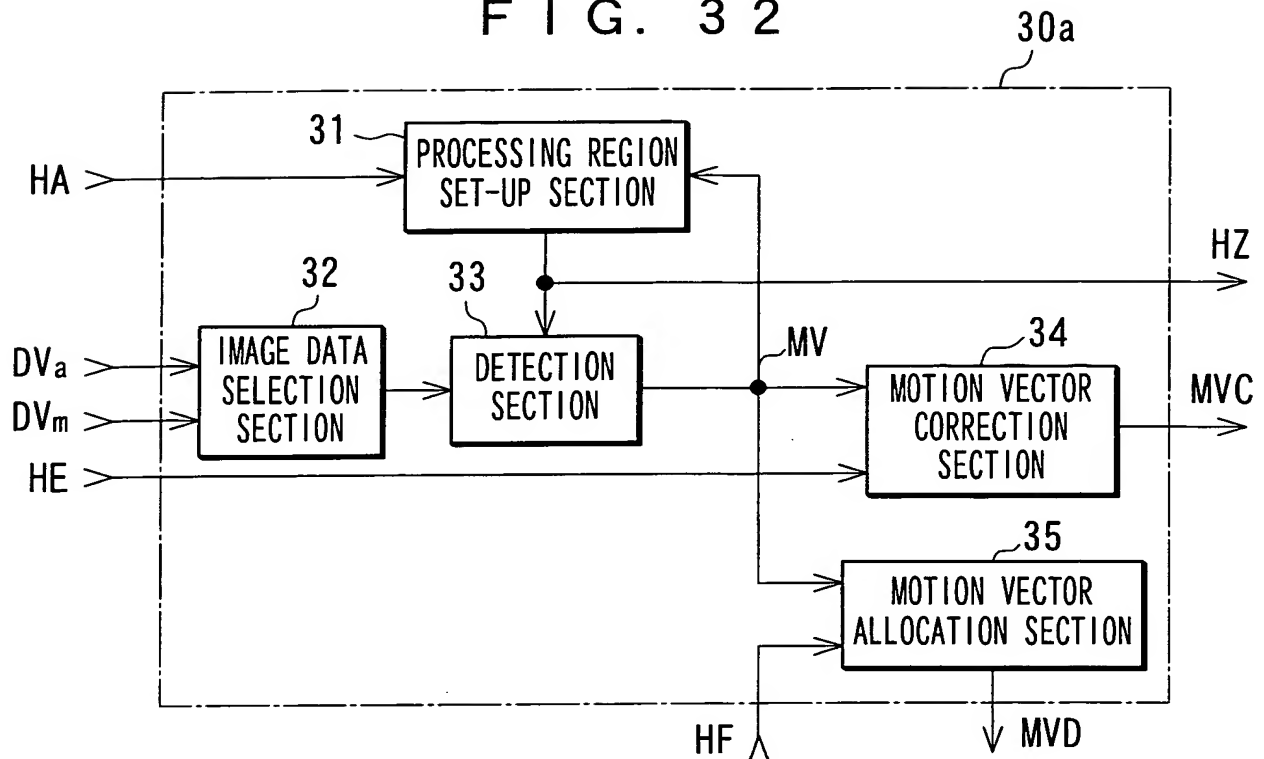
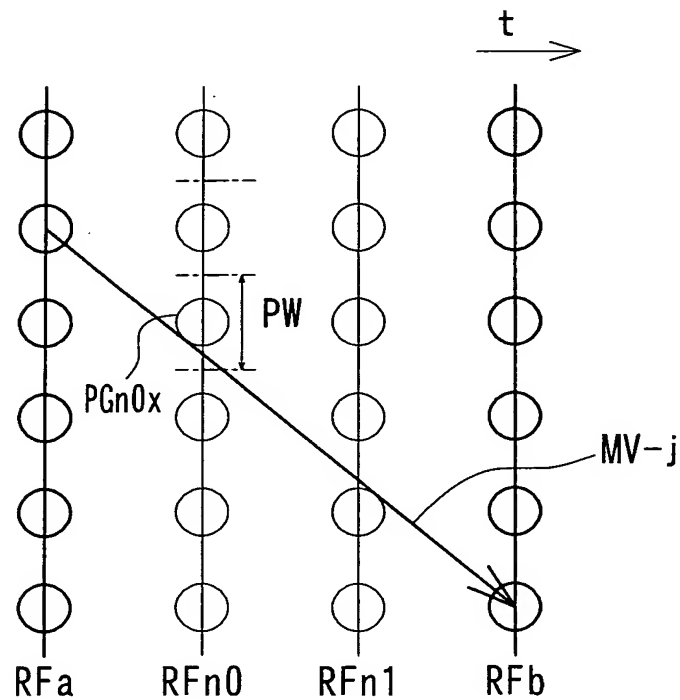
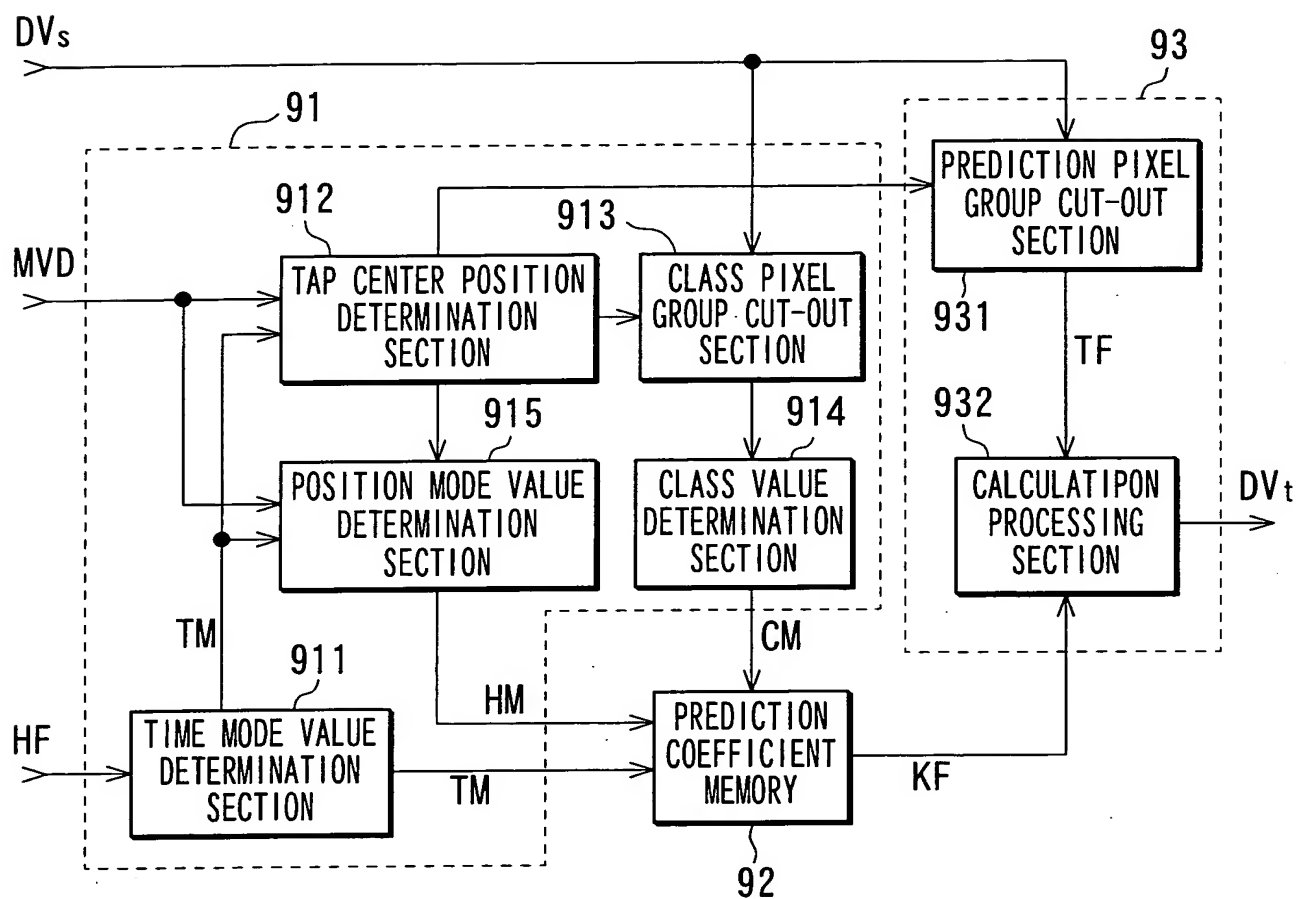


FIG. 33



21 / 29

FIG. 34



22 / 29

FIG. 35A

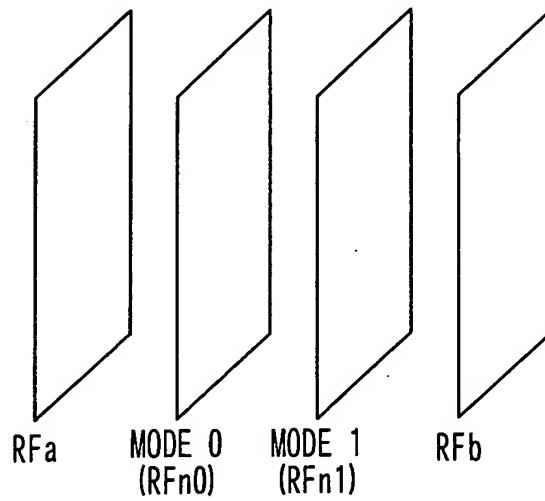
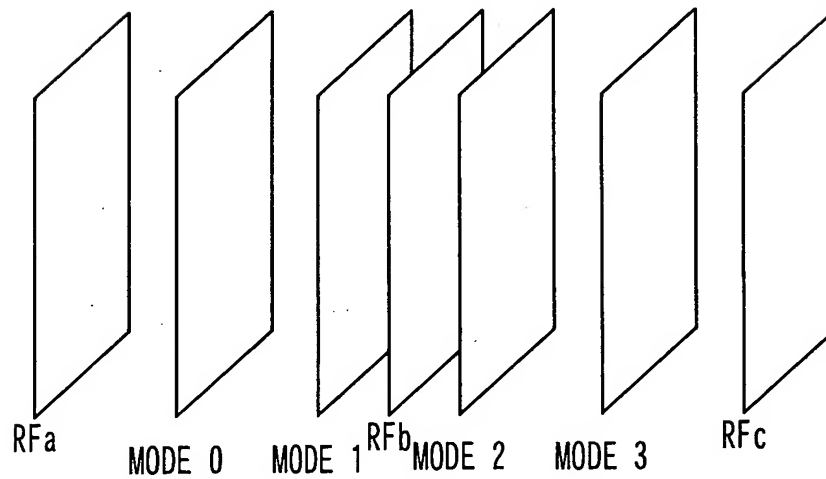


FIG. 35B



23 / 29

FIG. 36

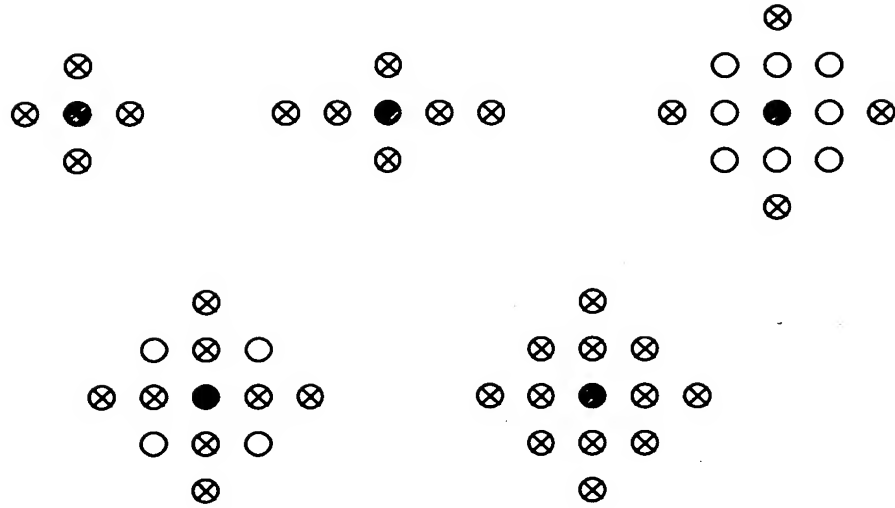
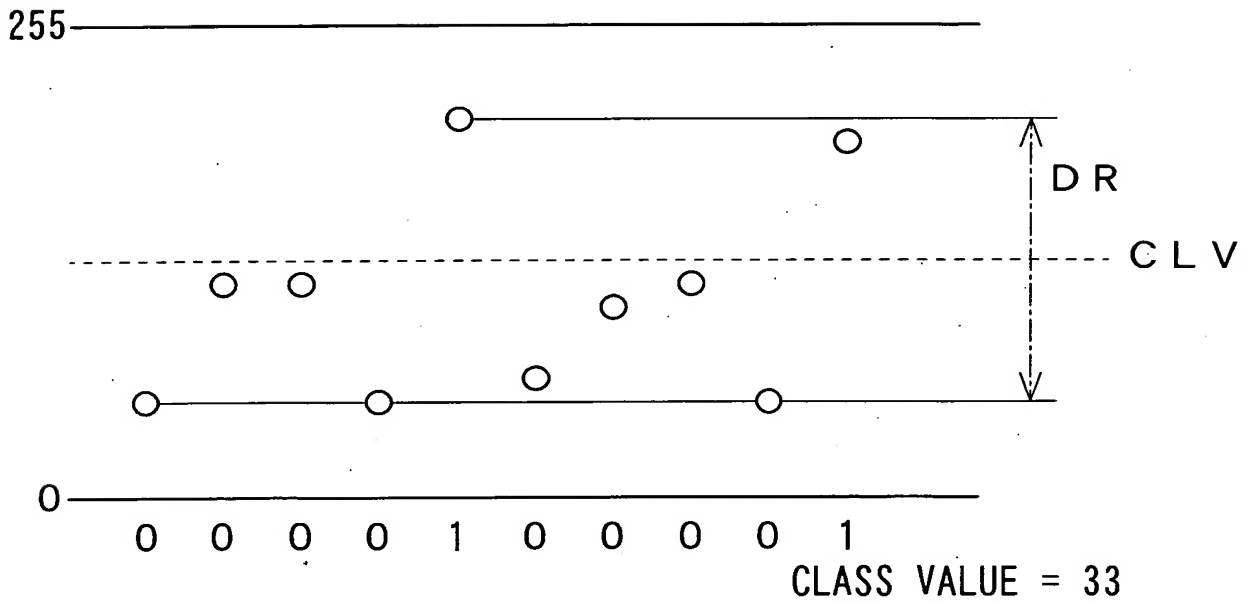
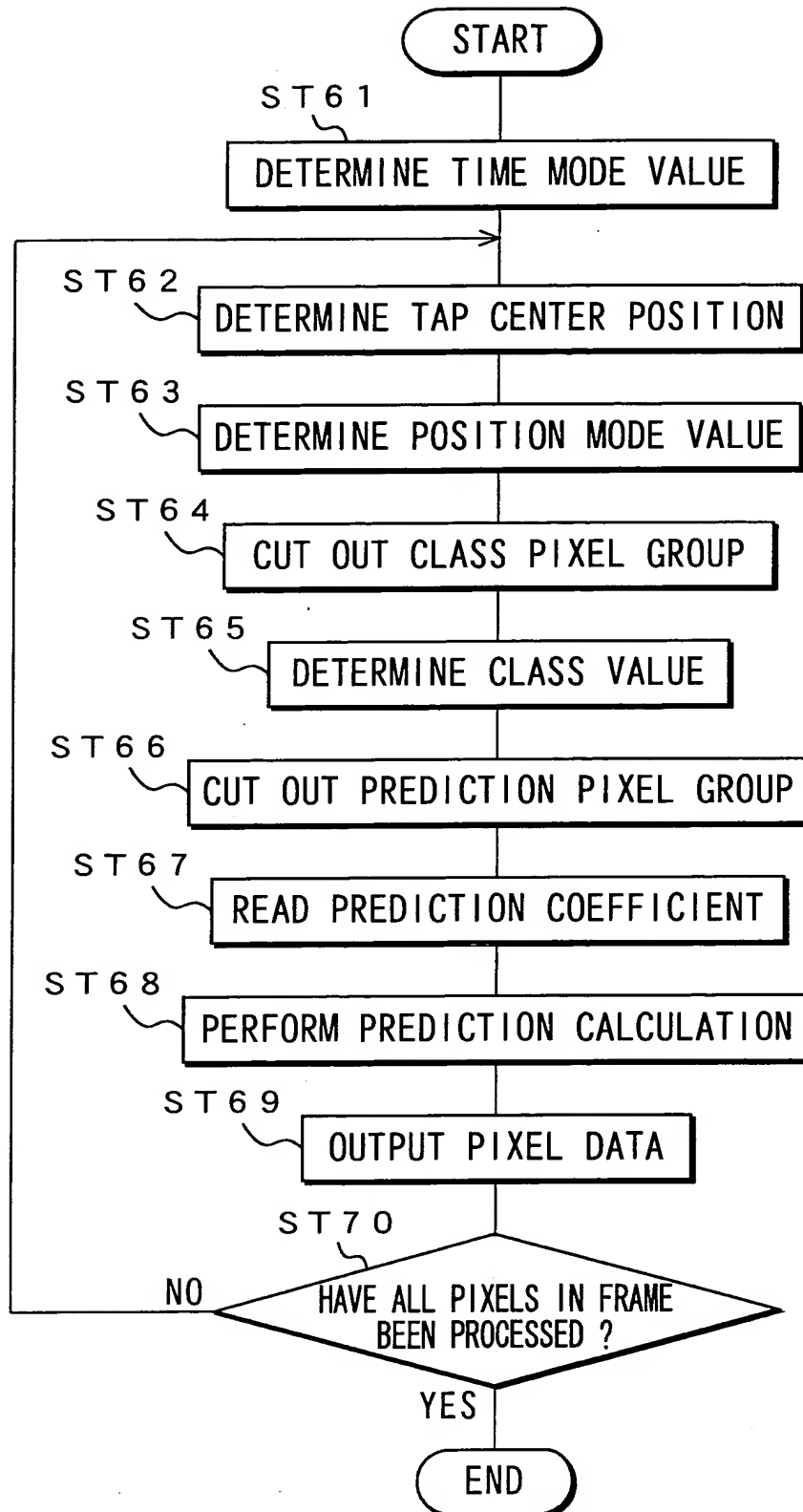


FIG. 37



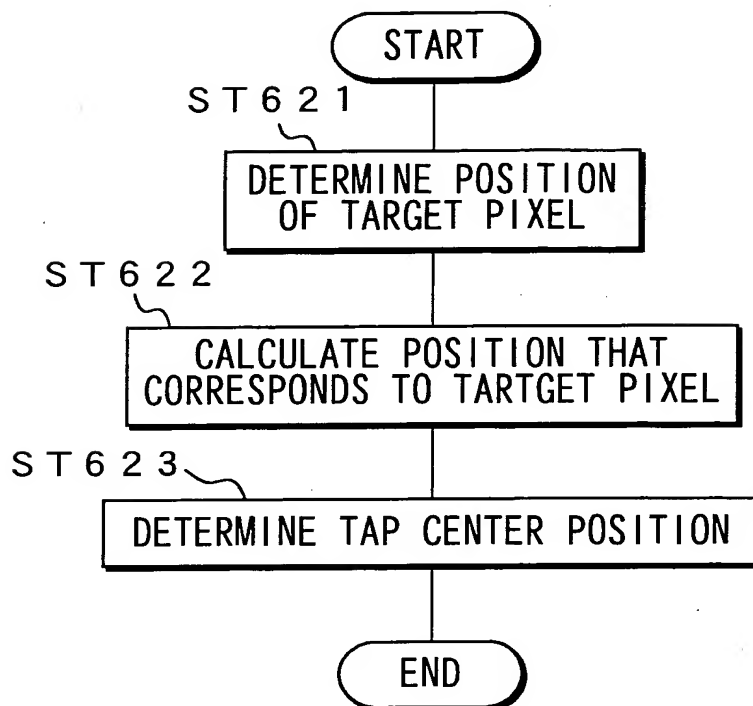
24 / 29

FIG. 38



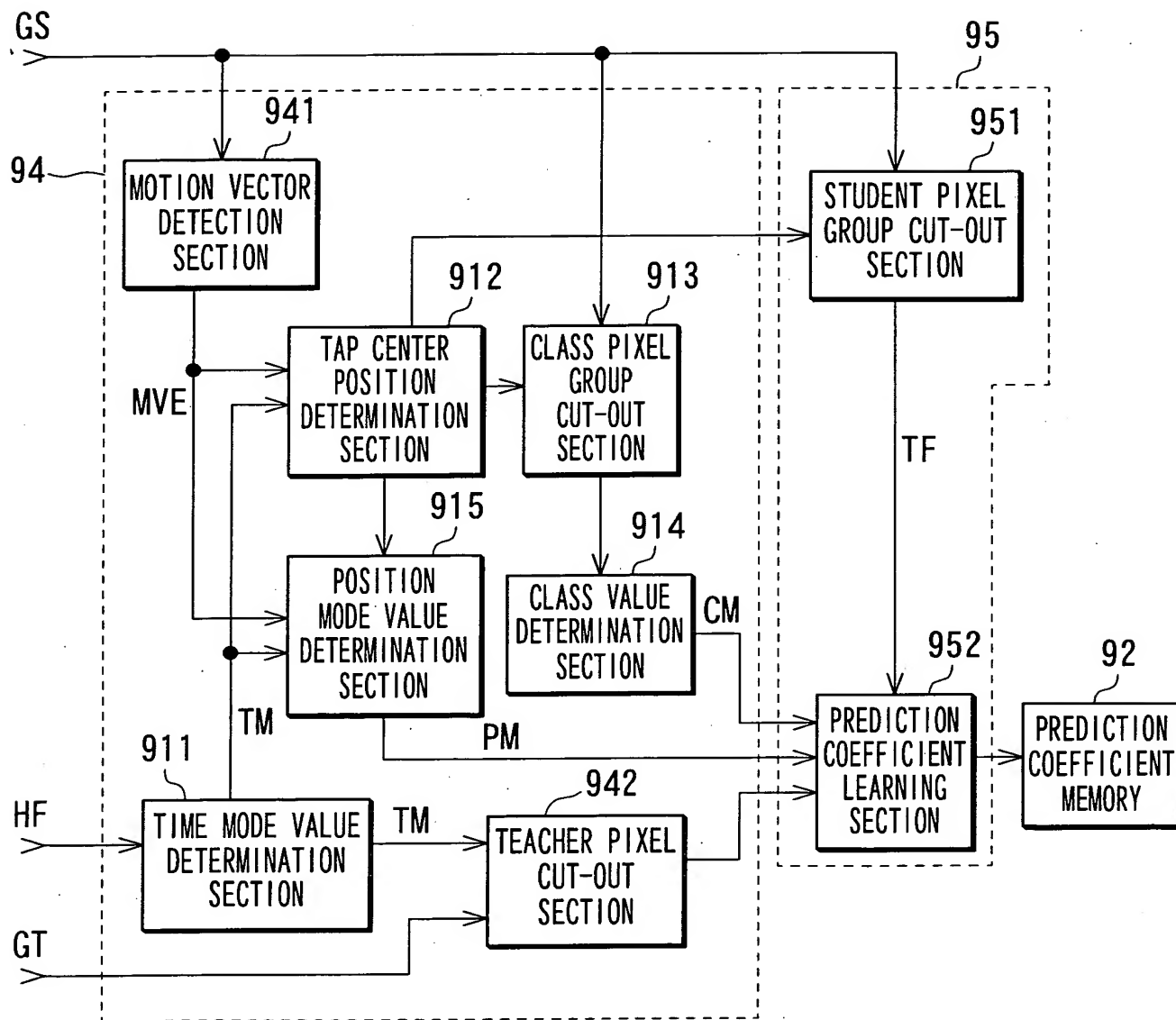
25 / 29

FIG. 39



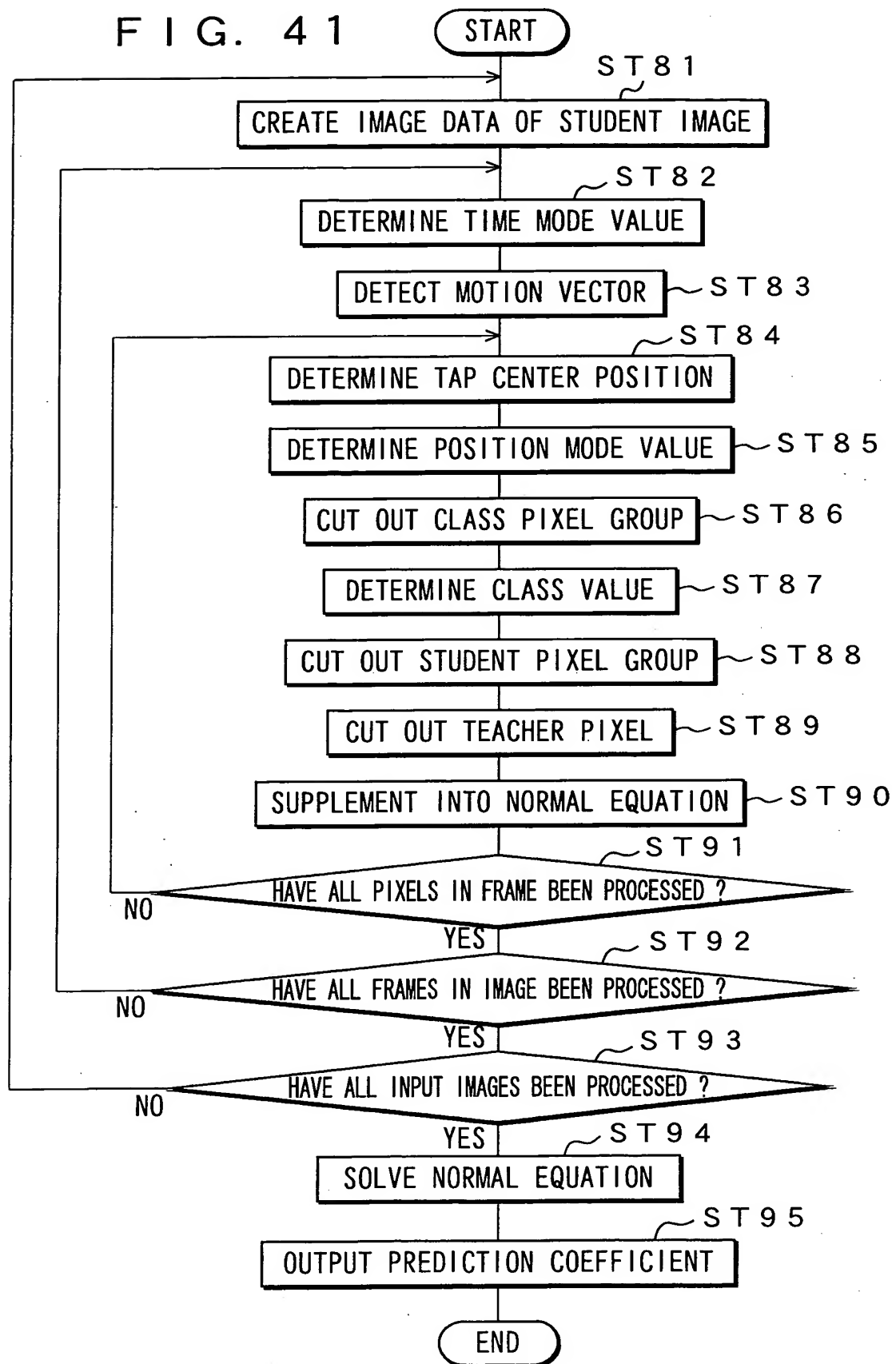
26 / 29

FIG. 40



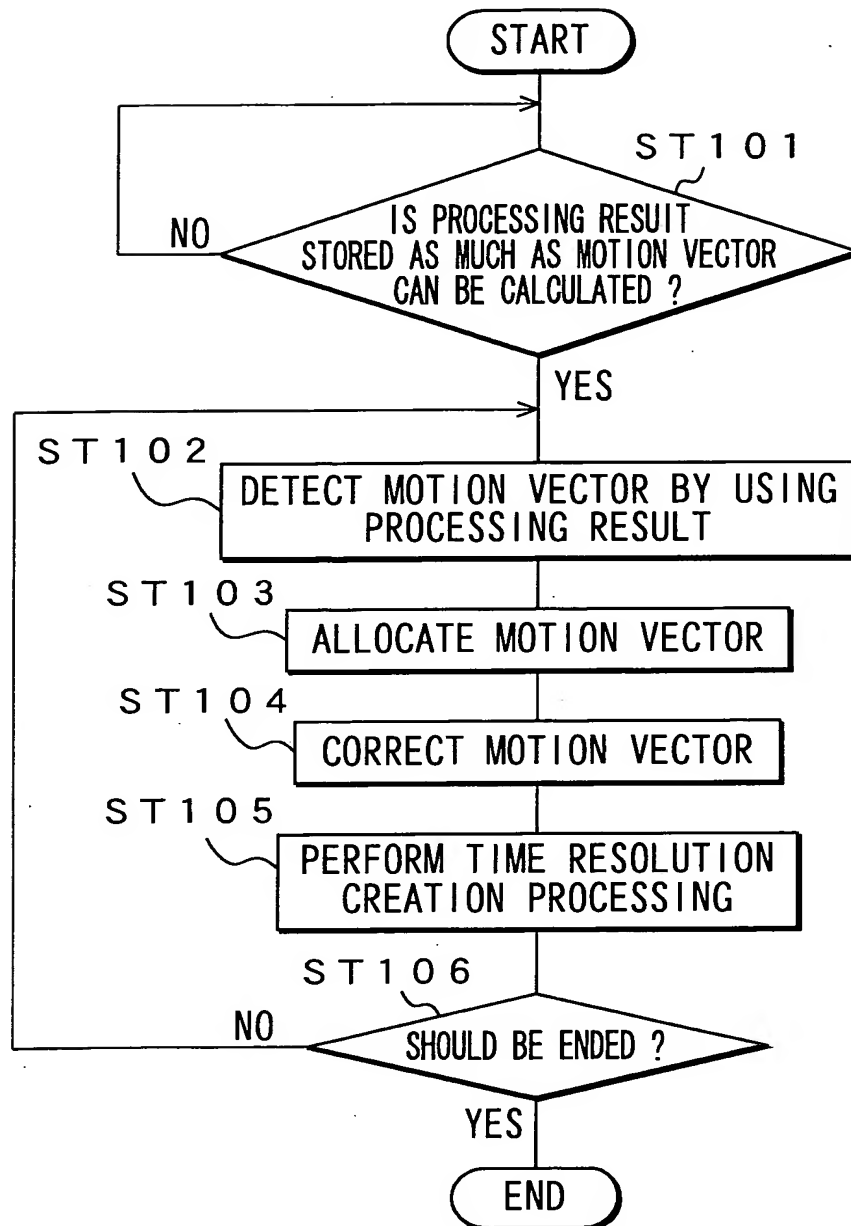
27 / 29

FIG. 41



28 / 29

FIG. 42



29 / 29

FIG. 43

